

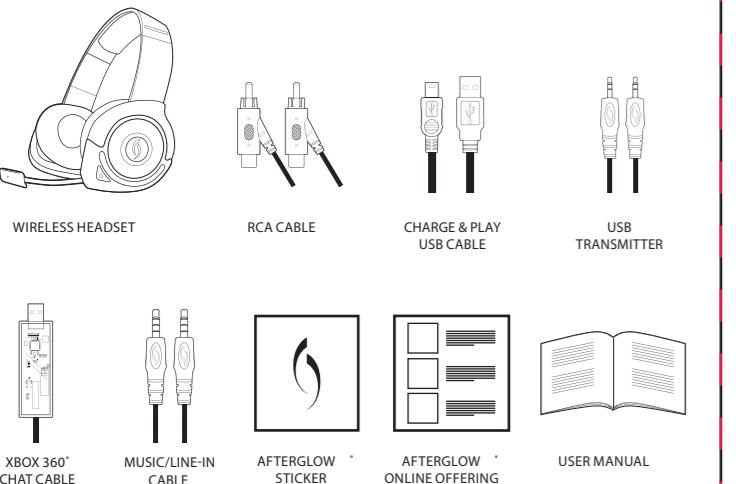
AFTERGLOW®



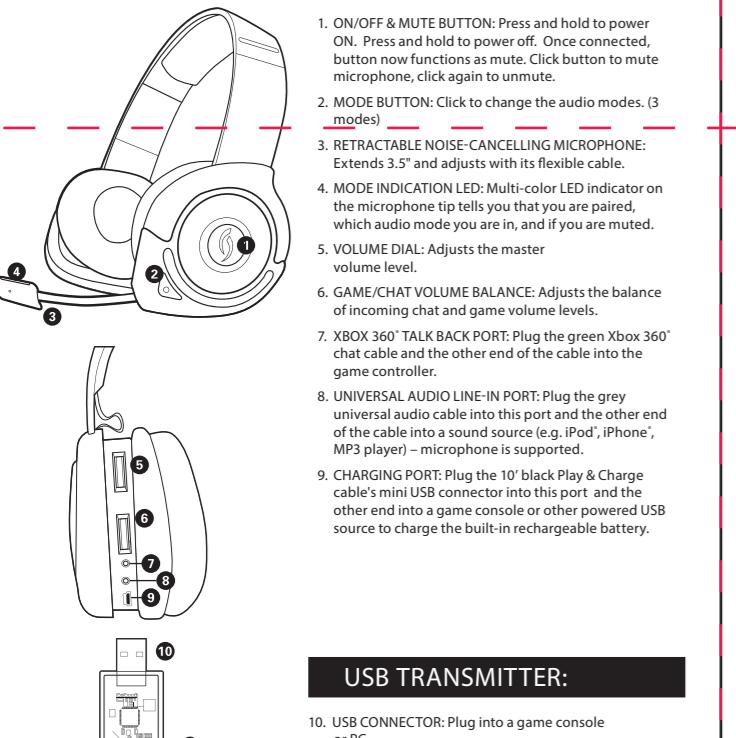
WIRELESS HEADSET

USER MANUAL

WHAT'S IN THE BOX:



HEADSET OVERVIEW:



USB TRANSMITTER:

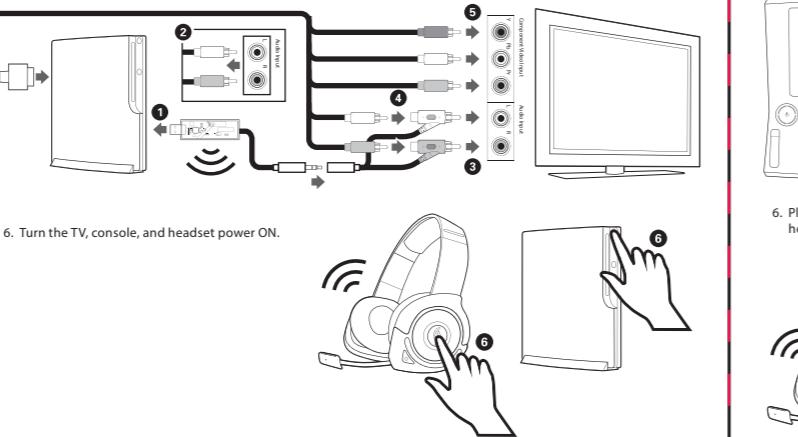
10. USB CONNECTOR: Plug into a game console or PC.
11. STATUS LED: A blinking LED means headset is powered OFF. A solid light means the headset and transmitter are communicating properly.
12. AUDIO CABLE: Analog audio cable; plug into the sound source (console, PC, receiver, or TV).

SET UP: PLAYSTATION® 3 ENGLISH

CONNECTED WITH COMPONENT/COMPOSITE CABLE*

*Cable comes with the PS3® console.

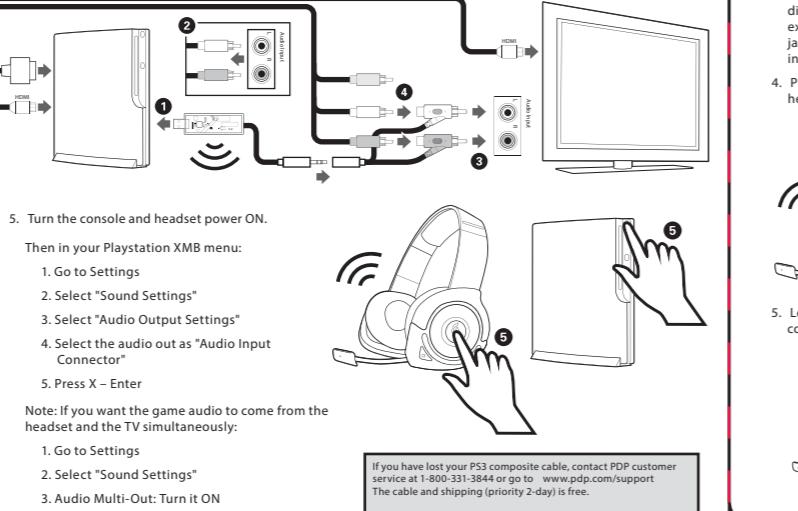
1. Plug the Afterglow® USB transmitter into one of the front USB ports of the PS3® console.
2. Unplug the RCA cable (Red/White only) that runs from your console to the TV.
3. Plug the RCA cable that is attached to the Afterglow® USB transmitter (Red/White) into the TV.
4. Re-plug in the RCA cable from the console into the pass-through of the Afterglow® RCA cable that is now plugged into the TV.
5. Leave the PlayStation® 3 component/composite video plugs connected to the TV.



CONNECTED WITH HDMI*

*HDMI cable not included.

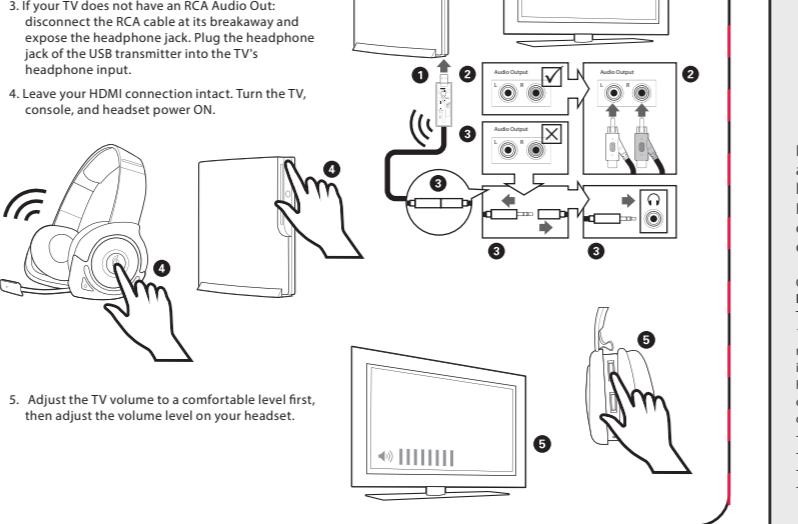
1. Plug the Afterglow® USB transmitter into one of the front USB ports of the PS3® console.
2. Unplug the RCA cable (Red/White only) that runs from your console to the TV.
3. Plug the RCA cable that is attached to the Afterglow® USB transmitter (Red/White) into the TV.
4. Re-plug in the RCA cable from the console into the pass-through of the Afterglow® RCA cable that is now plugged into the TV.



DIRECT TO TV CONNECTION WITH NO PS3® COMPOSITE CABLE*

*Note: This setup may vary depending on the TV

1. Plug the Afterglow® USB transmitter into the front USB port of the PS3® console.
2. Plug the RCA (Red/White) ends of the transmitter's audio cable into the TV's Audio Out. Then skip to step 4.
3. If your TV does not have an RCA Audio Out: disconnect the RCA cable at its breakaway and expose the headphone jack. Plug the headphone jack of the USB transmitter into the TV's headphone input.
4. Plug one end of the Xbox 360® chat cable into the headset, plug the other end into the controller.

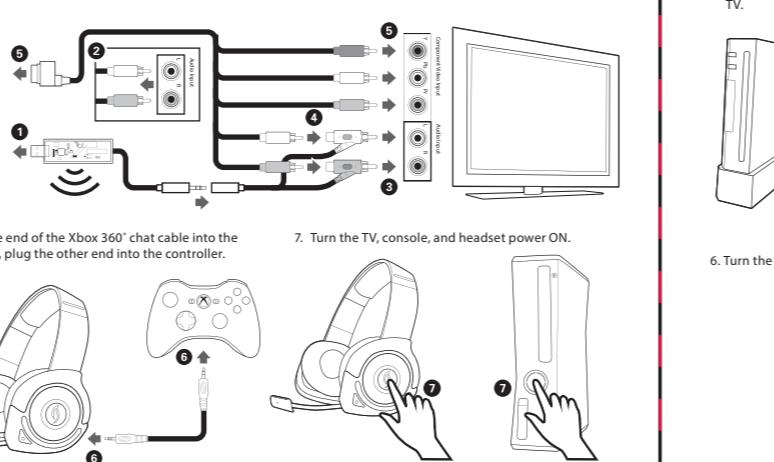


SET UP: XBOX 360® ENGLISH

CONNECTED WITH COMPONENT/COMPOSITE CABLE*

*Cable comes with the Xbox 360® console.

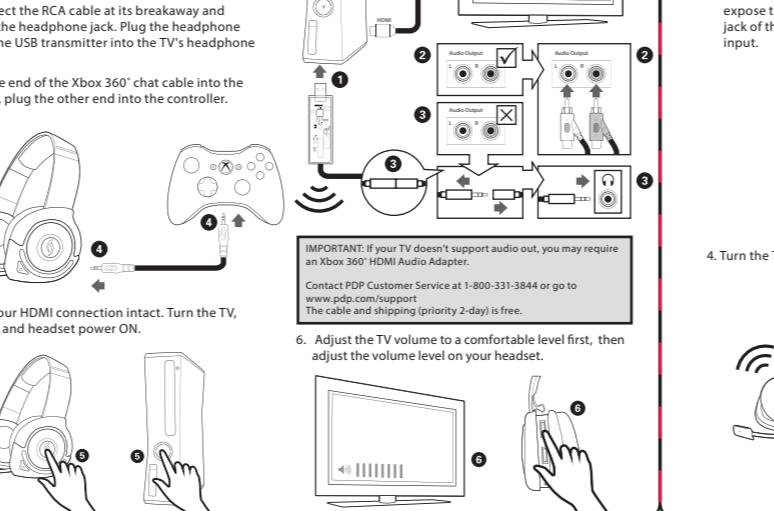
1. Plug the Afterglow® USB transmitter into one of the front USB ports of the Xbox 360® console.
2. Unplug the RCA cable (Red/White only) that runs from your console to the TV.
3. Plug the RCA cable that is attached to the Afterglow® USB transmitter (Red/White) into the TV.
4. Re-plug in the RCA cable from the console into the pass-through of the Afterglow® RCA cable that is now plugged into the TV.
5. Leave the Xbox 360® component/composite video plugs connected to the TV.



CONNECTED WITH HDMI*

*HDMI cable not included.

1. Plug the Afterglow® USB transmitter into the front USB port of the Xbox 360® console.
2. Plug the RCA (Red/White) ends of the transmitter's audio cable into the TV's Audio Out. Then skip to step 4.
3. If your TV does not have an RCA Audio Out: disconnect the RCA cable at its breakaway and expose the headphone jack. Plug the headphone jack of the USB transmitter into the TV's headphone input.
4. Plug one end of the Xbox 360® chat cable into the headset, plug the other end into the controller.



TROUBLESHOOTING:

MY XBOX 360® IS CONNECTED TO TV WITH HDMI AND I CAN'T GET GAME SOUND FROM MY CONSOLE.

1. Plug the Afterglow® USB transmitter into the front USB port of the PS3® console.
2. Plug the RCA (Red/White) ends of the transmitter's audio cable into the TV's Audio Out. Then skip to step 4.
3. If your TV does not have an RCA Audio Out: disconnect the RCA cable at its breakaway and expose the headphone jack. Plug the headphone jack of the USB transmitter into the TV's headphone input.
4. Leave your HDMI connection intact. Turn the TV, console, and headset power ON.

If your TV does not have RCA or Headphone inputs then you will need an Xbox 360® HDMI adapter. This adapter is NOT included in the box. You can obtain this adapter free of charge by contacting PDP support.
If you have followed all of these instructions and still have issues please contact PDP customer service at 1-800-331-3844 (USA and Canada Only) or visit www.pdp.com/support for more information.

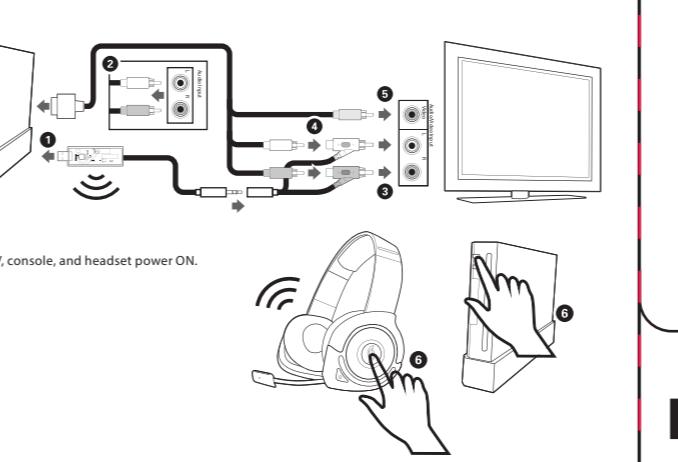
Class B: FEDERAL COMMUNICATIONS COMMISSION INTERFERENCE STATEMENT
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-Reorient or relocate the receiving antenna.
-Increase the separation between the equipment and receiver.
-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-Consult the dealer or an experienced radio/TV technician for help.

SET UP: NINTENDO WII™ ENGLISH

CONNECTED WITH COMPOSITE CABLE*

*Cable comes with the Nintendo Wii™ console.

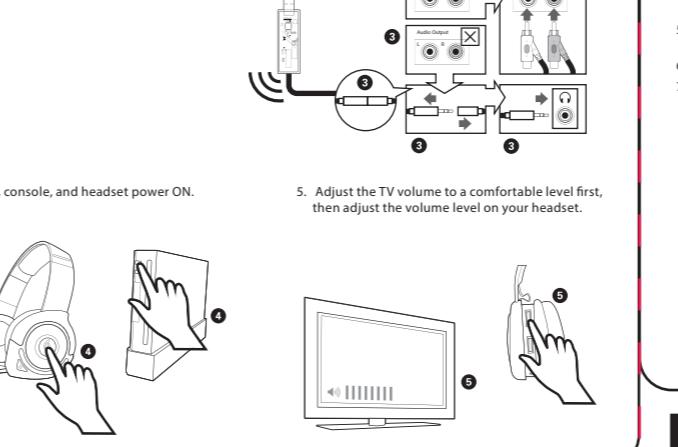
1. Plug the Afterglow® USB transmitter into one of the front USB ports of the Wii™ console.
2. Unplug the RCA cable (Red/White only) that runs from your console to the TV.
3. Plug the RCA cable that is attached to the Afterglow® USB transmitter (Red/White) into the TV.
4. Re-plug in the RCA cable from the console into the pass-through of the Afterglow® RCA cable that is now plugged into the TV.
5. Leave the Wii™ composite video plugs connected to the TV.



DIRECT TO TV CONNECTION METHOD*

*Note: This setup may vary depending on the TV

1. Plug the Afterglow® USB transmitter into the front USB port of the Wii™ console.
2. Plug the RCA (Red/White) ends of the transmitter's audio cable into the TV's Audio Out. Then skip to step 4.
3. If your TV does not have an RCA Audio Out: disconnect the RCA cable at its breakaway and expose the headphone jack. Plug the headphone jack of the USB transmitter into the TV's headphone input.
4. Plug one end of the Xbox 360® chat cable into the headset, plug the other end into the controller.



TROUBLESHOOTING:

NO SOUND:

Make sure the headset is powered ON. You can tell the headset is ON when the microphone tip LED is a solid color – if it is flashing or alternating between colors, the headset has not found the transmitter.

Check that the headphone volume is turned up.

Check that the game/chat balance is in the middle or towards "game".

Make sure the USB transmitter is plugged in to a powered USB port and the LED on it is solid.

Check that the cable attached to the USB transmitter is plugged into an audio source with live audio.

Make sure the headset is charged or is charging while it's ON.

OTHER PLAYERS CANNOT HEAR ME:

Check that the microphone is not muted. Microphone tip LED will blink once every minute when the microphone is muted.

On the Xbox 360®: Make sure you're connected to Xbox LIVE® and the chat back cable (green) is plugged into the controller and the headset.

On PS3®: In the Audio device settings menu, select "Afterglow® Headset" as the incoming and outgoing chat source.

Class B:

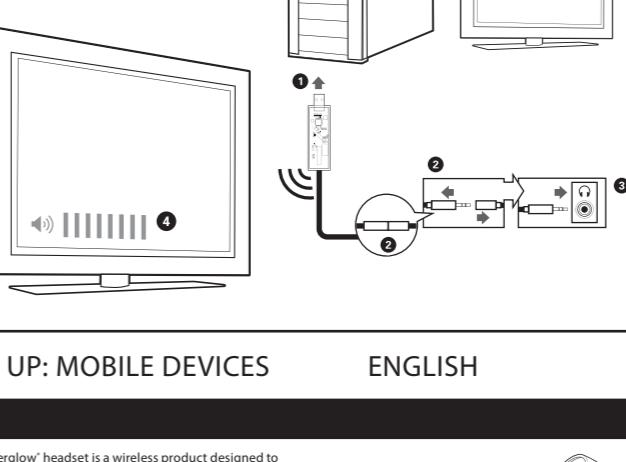
FEDERAL COMMUNICATIONS COMMISSION INTERFERENCE STATEMENT
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-Reorient or relocate the receiving antenna.
-Increase the separation between the equipment and receiver.
-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-Consult the dealer or an experienced radio/TV technician for help.

SET UP: PC ENGLISH

CONNECTED WITH COMPOSITE CABLE*

*Cable comes with the PC/Mac.

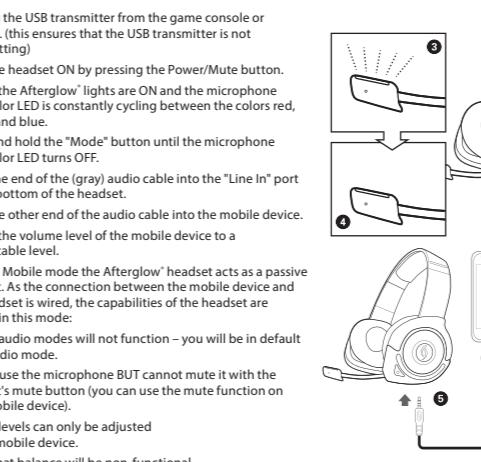
1. Plug the Afterglow® USB transmitter into one of the USB ports of the PC/Mac.
2. Disconnect the RCA cable at its breakaway and expose the 3.5mm universal audio jack.
3. Connect the 3.5mm audio jack into the headphone input of your PC/Mac.
4. Adjust your PC/Mac volume to a comfortable level.



SET UP: MOBILE DEVICES ENGLISH

The Afterglow® headset is a wireless product designed to work with mobile devices. A 3.5mm audio cable which make your headset compatible with mobile phones and music players is provided. Note in order to use this headset in mobile mode the device must have a 3.5mm headphone jack (commonly found on the iPhone, iPod, and other smartphones and tablets). You can use the headset with a mobile device as long as the device is powered OFF. The below instructions are for using the headset with a mobile device while keeping the headset lights ON.

1. Unplug the USB transmitter from the game console or PC/Mac (this ensures that the USB transmitter is not powered).
2. Turn the headset ON by pressing the Power/Mute button.
3. Notice the Afterglow lights are ON and the microphone multicolor LED is constantly cycling between the colors red, green, and blue.
4. Press and hold the "Mode" button until the microphone multicolor LED turns OFF.
5. Plug one end of the (gray) audio cable into the "Line In" port on the bottom of the headset.
6. Plug the other end of the audio cable into the mobile device.
7. Adjust the volume level of the mobile device to a comfortable level.



PDP®

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59-60 Thames Street
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www.pdp.com

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Garantie limitée de 2 ans. Voir www.pdp.com pour plus de détails.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

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Message from Developer:

Dear Customer,

Thank you for the purchase of PDP's Afterglow Gaming Headset. This product has been two years in the making, giving us the time to create the very best gaming headset. We've read thousands of reviews and held multiple focus groups, learning what was important to you, the user. As we listened to our user comments, we learned that sound quality and performance was the paramount concern. So we elicited the help of a renowned sound studio to help optimize our sound by designing the right cavity, selecting the optimal driver, and then tuning the digital sound precisely for three different listening modes – I think you'll agree with me they sound awesome.

Comfort, connectivity and user friendly features were all highly rated concerns and we took the time to address all of them in our design. You said it was important to have a headset that could be used with any gaming platform as well as your mobile music devices, so, our headset comes universal right out of the box and will work with all of your devices. Lastly, (and only after we got everything else right) we decided to incorporate the Afterglow brand and lighting effects, adding a cool factor that puts it well beyond the reach of other, similarly priced, headsets.

Enjoy the many hours of gaming ahead.

Chris Richards
CEO/President
Performance Designed Products

POWER & CHARGING:

The wireless Afterglow® headset has a built-in rechargeable Lithium battery that will last 10-12 hours, depending on use and lighting mode.

- It's recommended that you fully charge the headset using the provided 10' Play & Charge cable prior to use.
- It will take approximately 3 hours to fully charge a completely drained battery.
- This light will blink once per minute if you are on MUTE and it will blink the color of the audio mode.

LIGHTING:

The Afterglow® wireless headset offers different lighting modes. Once the headset is connected to the USB transmitter, you can control the lighting modes by holding the MODE button.

After holding for three seconds the headset will cycle through the LED colors, including a lights off mode.

Check that the microphone tip LED is a solid color – if it is flashing or alternating between colors, the headset has not found the transmitter.

Check that the game/chat balance is in the middle or towards "game".

Additional notes on Audio Modes:

• The headset will default to the "Pure Audio" mode at startup and will revert to this mode every time you turn it ON/OFF.

• This light will blink once per minute if you are on MUTE and it will blink the color of the audio mode.

Low Battery:
The Afterglow headset will play a tone to warn the user that it's running low on battery.

- The Afterglow headset will play a tone to warn the user that it's running low on battery.
- This low battery tone will play once every minute until the battery is completely out of power.
- Play time is estimated to be 10 minutes once the headset goes into low battery state.
- It will take approximately 3 hours to fully charge a completely drained battery.
- When charging, the Afterglow lights will pulsate indicating positive charge.
- When fully charged, the Afterglow lights will go back to the last active lighting mode and stop pulsating.

Note: Some gaming consoles and computers DO NOT provide power to their USB ports when they are OFF. The headset needs a powered USB port in order to complete charging.

TECHNICAL SPECIFICATION:

- Closed back dynamic headphones.
- 50mm drivers with Neodymium rare-earth magnets.
- 20 degree angled acoustic baffle for accurate, linear sound reproduction.
- Digital signal processor with customized audio algorithms.
- 900mAH rechargeable Lithium Polymer battery – 10 hours of battery life.
- 2.4GHz wireless communication via Avnera technology.